

Devil May Cry

THE
BLOODY PALACE



DEVIL TRIGGER
EXPANSION



CAPCOM

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COMPONENTS

6 Special Edition Hunter cards



41 Tokens:



10 Green orb tokens



25 Red orb tokens



6 Five Red orb tokens

3 Devil Trigger Gauges & Markers and 1 Nightmare Gauge & Marker:



3 Devil Triggers and Nightmare, each with the following components:



Devil Trigger Nero
Devil Trigger reference card
Devil Trigger Hunter card
Devil Trigger deck (21 cards)
Nero Upgrade deck (3 cards)



Devil Trigger Trish
Devil Trigger reference card
Devil Trigger Hunter card
Devil Trigger deck (21 cards)
Trish Upgrade deck (3 cards)



Sin Devil Trigger Dante
Devil Trigger reference card
Devil Trigger Hunter card
Devil Trigger deck (20 cards)
Dante Upgrade deck (3 cards)



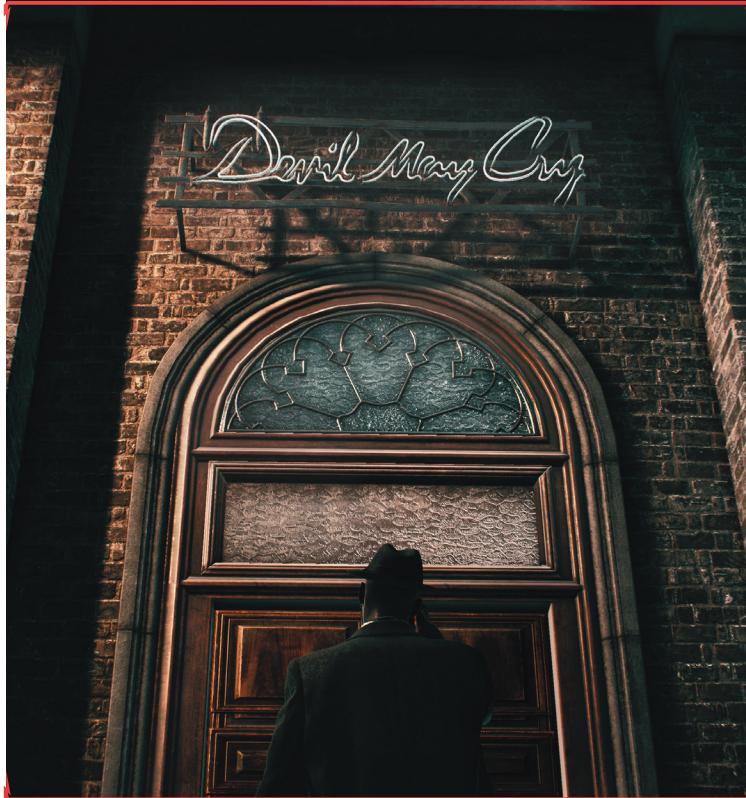
Nightmare
Nightmare reference card
Nightmare card
Nightmare deck (6 cards)
V Upgrade deck (3 cards)

OVERVIEW

Welcome to the *Devil Trigger* expansion for *Devil May Cry™: The Bloody Palace*.

This expansion introduces powerful new abilities. Nero, Dante, and Trish can invoke their demonic heritage to enter Devil Trigger (DT) or Sin Devil Trigger (SDT), opening up a new set of powerful moves and abilities. V can summon his third familiar, the mighty Nightmare.

This set contains all of the new models, cards, and components that you will need to introduce these exciting new elements to your games.



NEW RULES

INCREASED KNOCK BACK, STUN AND FOLLOW UP ICONS

Many of the attack cards featured in this expansion are incredibly powerful, and have the ability to rapidly stun enemies or knock them back great distances.

If a card is marked with  that shows a number, that number of Stun tokens are placed on each target instead of just one.

If a card is marked with  that shows a number, each enemy is knocked back that many hexes.

Choose a direction as normal, then move the enemy that many hexes in the chosen direction. The enemies must move in a straight line, as shown by the yellow hexes on the diagram below. If they would move into an occupied hex or off the game board, they stop.

If a card is marked with  that shows a number, the Hunter can follow a target in their front arc up to that many times, moving into each hex they vacate as normal.



DEVIL TRIGGER

(Nero, Dante, and Trish)

Nero, Dante, and Trish have the ability to call upon the power of their demonic heritage, taking on a powerful new form or summoning mighty weapons.

SETUP

After completing the setup detailed in the *Devil May Cry™: The Bloody Palace* rulebook each player who chooses Dante, Nero or Trish follows these steps:

Each player gathers their corresponding Devil Trigger model, Devil Trigger gauge, Devil Trigger marker and their 26 cards—25 cards if you've chosen Dante.

1. Place your Devil Trigger gauge to the left of your Hunter board.
2. Place your Devil Trigger marker on the first space of your Devil Trigger gauge.
3. Place your Devil Trigger Hunter card above your Hunter card.
4. Place your Devil Trigger reference card with the 'Building Devil Trigger' side showing below your Devil Trigger gauge.
5. Take all cards marked in the bottom right corner with the following icons: ♠ for Dante, ♣ for Nero, ♤ for Trish. These cards are your Devil Trigger deck.
6. Take all cards from your Devil Trigger deck marked in the bottom left corner with the following icons: ♦ for Dante, ♠ for Nero, ♤ for Trish. Keep these card separate from your Devil Trigger deck. These cards are your Devil Trigger Basic Attack cards.
7. Place your Devil Trigger deck face down to the left of your Devil Trigger gauge.
8. Place your Devil Trigger Basic Attack cards face up above your Devil Trigger deck.
9. Take the remaining three cards marked with ♡ in the bottom right corner. Place these cards into your Upgrade deck.





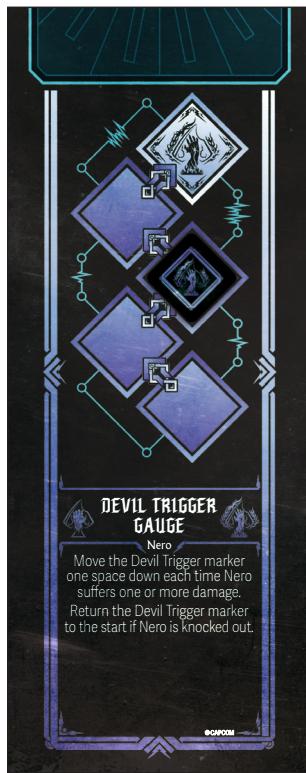
USING THE DEVIL TRIGGER GAUGE

You can build your Devil Trigger gauge whenever you claim a combo that contains enough cards—three or more cards for Dante, four or more for Nero and Trish.

When you claim a combo of the appropriate size, move your Devil Trigger marker a number of spaces up as shown on your Devil Trigger reference card. Note that you cannot do this while your Devil Trigger is active.

Whenever your Hunter suffers one or more damage, move your Devil Trigger marker one space down.

If your Hunter is knocked out, move your Devil Trigger marker back to the first space at the bottom of the Devil Trigger gauge.



ACTIVATING YOUR DEVIL TRIGGER

During your turn, you can activate your Devil Trigger at any time as long as your Devil Trigger marker is in a space with an icon matching your Devil Trigger marker on the Devil Trigger gauge. When you do this, follow these steps:

1. Each enemy within three hexes of the Hunter is knocked back three spaces.
2. Remove your Hunter model from the game board and replace it with your Devil Trigger model. You may choose a new facing if you wish. Dante's Devil Trigger model takes up three hexes; it must be placed so that one hex of its base is in the hex that Dante's Hunter model previously occupied.
3. Replace your Hunter card with your Devil Trigger Hunter card.
4. Flip your Devil Trigger reference card to the 'Devil Trigger Active' side.
5. If you have a combo chain, you must claim it. This is in addition to the once per turn claim limit.
6. Take note of the number of cards in your hand, then discard all cards from your hand.
7. Take your discard pile and add it to your Hunter deck.
8. Place your Hunter deck and Basic Attack cards to one side. Any Upgrade cards your Hunter has—such as 'Get More Orbs' or 'Royalguard Style'—remain in play. Nero's 'Gerbera', 'Overture', 'Punchline' and 'Ragtime' cards remain in his Basic Attacks area.
9. Place your Devil Trigger Basic Attack cards in your Basic Attacks area.
10. Place your Devil Trigger deck on the space of your Hunter board marked with .
11. Draw the same number of cards from your Devil Trigger deck as you had in your hand before you discarded it.
12. Continue with your turn as normal.

DEVIL TRIGGER SPECIAL RULES

While your Devil Trigger is active, there are some additional rules that you must follow.

Use the Devil Trigger Cards

Your Hunter Deck and Basic Attack cards cannot be used while you have an active Devil Trigger. Instead, you draw cards from your Devil Trigger deck, and can use your Devil Trigger Basic Attack cards. If your Devil Trigger deck runs out then shuffle your discard pile to replace it, in the same way as your Hunter deck.

Devil Trigger Gauge Depletes

While your Devil Trigger is active, you cannot move your Devil Trigger marker up the Devil Trigger gauge by any means.

At the end of each of your turns, deplete your Devil Trigger gauge by moving your Devil Trigger marker down two spaces.

Remember, your Devil Trigger gauge will also deplete each time your Hunter suffers damage and will return to the first space if your Hunter is knocked out.



DEACTIVATING YOUR DEVIL TRIGGER

If your Devil Trigger marker moves onto the first space of the Devil Trigger gauge, your Devil Trigger deactivates. Follow these steps:

1. Remove your Devil Trigger model from the game board and replace it with your Hunter model. You may choose a new facing if you wish. Dante's Hunter model must be placed so that it occupies one of the hexes that Dante's Devil Trigger model occupied.
2. Replace your Devil Trigger Hunter card with your Hunter card.
3. Flip your Devil Trigger reference card to the 'Building Devil Trigger' side.
4. If you have a combo, you must discard it.
5. Take note of the number of cards in your hand, then discard all cards from your hand.
6. Take your discard pile and add it to your Devil Trigger deck.
7. Place your Devil Trigger deck and Devil Trigger Basic Attack cards to one side. Any Upgrade cards your Hunter has—such as 'Get More Orbs' or 'Royalguard Style'—remain in play. Nero's 'Gerbera', 'Overture', 'Punchline' and 'Ragtime' cards remain in his Basic Attacks area.
8. Place your Basic Attack cards in your Basic Attacks area.
9. Shuffle your Hunter deck and place it face down on the space marked with .
10. Draw the same number of cards from your Hunter deck as you had in your hand before you discarded it.
11. If it is your turn, continue with your turn as normal.



NEW UPGRADE CARDS

Nero, Dante, and Trish each have three new upgrade cards which tie into the Devil Trigger gauge:

Devil Heart

This card extends your Devil Trigger gauge. Place it at the top of the gauge so it lines up as shown below.

This lets you build your Devil Trigger gauge higher before activating your Devil Trigger, giving you more chance to use its power before it depletes.



Accumulate

This card can be discarded during your turn to move your Devil Trigger marker up two spaces.



NIGHTMARE

(V)

Instead of a Devil Trigger, V has the ability to summon a third familiar: Nightmare.

SETUP

After completing the setup detailed in the *Devil May Cry™: The Bloody Palace* rulebook the player who chose V follows these steps:

Gather your Nightmare model, Nightmare gauge, Nightmare marker and your 11 cards.

1. Place your Nightmare gauge to the left of your Hunter board.
2. Place your Nightmare marker on the first space of your Nightmare gauge.
3. Place your Nightmare card below your Nightmare gauge.
4. Place your Nightmare reference card with the 'Summoning Nightmare' side showing to the left of your Nightmare card.
5. Take the six cards marked with in the bottom right corner. These cards are your Nightmare deck.
6. Place your Nightmare deck face down to the left of your Nightmare gauge.
7. Take the remaining three cards marked with in the bottom right corner. Place these cards into your Upgrade deck.



USING THE NIGHTMARE GAUGE

You can build the Nightmare gauge whenever you claim a combo that contains three or more cards.

When you claim a combo of the appropriate size, move the Nightmare marker up a number of spaces as shown on your Nightmare reference card. Note that you cannot do this while Nightmare is on the game board.

Whenever V suffers one or more damage, move the Nightmare marker one space down the Nightmare gauge.

If V is knocked out, move the Nightmare marker back to the first space of the Nightmare gauge.

SUMMONING NIGHTMARE

During your turn, you can summon Nightmare at any time as long as your Nightmare marker is in a space with an icon matching your Nightmare marker on the Nightmare gauge. When you do this, follow these steps:

1. Place the Nightmare model on the game board, facing in any direction. At least one of the hexes it occupies must be within six hexes of V.
2. Flip your Nightmare reference card to the 'Nightmare Summoned' side.
3. Shuffle your Nightmare deck.
4. Draw two cards from your Nightmare deck.
5. Continue with your turn as normal.



NIGHTMARE SPECIAL RULES

While Nightmare is on the game board, there are some additional rules that you must follow.

Draw Nightmare Cards at the Start of Your Turn

At the start of each of your turns, draw two Nightmare cards.

Use One Nightmare Card During Your Turn

At any point during your turn, you can resolve one of the Nightmare cards you drew, following the instructions on the card. Note that, like Shadow, Nightmare cannot slay enemies—they are always left with one Vitality remaining.

Nightmare cards are never added to a combo chain. Once you have resolved the card, shuffle both Nightmare cards back into the Nightmare deck, do not discard them.

Nightmare Gauge Depletes

While Nightmare is on the game board, you cannot move the Nightmare marker up the Nightmare gauge.

At the end of each of your turns, deplete the Nightmare gauge by moving the marker down two spaces.

Nightmare does not suffer damage in the normal way. Instead, whenever Nightmare suffers one or more damage, move your Nightmare marker one space down the Nightmare gauge.



BANISHING NIGHTMARE

If the Nightmare marker moves onto the first space of the Nightmare gauge, Nightmare is banished. Follow these steps:

1. Remove the Nightmare model from the game board.
2. Flip your Nightmare reference card to the 'Summoning Nightmare' side.
3. If you have any Nightmare cards in your hand, return them to the Nightmare deck.
4. Place the Nightmare deck face down to the left of your Nightmare gauge.
5. If it is your turn, continue with your turn as normal.

NEW UPGRADE CARDS

V has three new upgrade cards which affect Nightmare:

Obedience

Once you have purchased this card, you draw three Nightmare cards at the start of your turn instead of two. You can still only play one during your turn, this just gives you more options to choose from.



Recital

This card can be discarded during your turn to advance your Nightmare marker, moving it up a number of spaces. The closer V is to an enemy, the more spaces it moves. Note that this card cannot be used while Nightmare is on the game board, as the Nightmare marker cannot be moved up.



LADY

While Lady is an extremely accomplished Devil Hunter, games using this expansion which feature Lady follow this special rule to ensure fairness.

POWERED UP LADY

At the start of the game Lady gains the Power Up card from her Upgrade deck without needing to spend red orbs.





ICON REFERENCE



Red Combo Link



Green Combo Link



Blue Combo Link



Starting Link



Wild Link



Blank Link

PLAYER DECK ICONS



Stun Icon



Knock Back Icon



Follow Up Icon



Discard Icon (Step)



Discard Icon (Dodge)



Hunter Speed



Hunter Vitality



Purchase Cost

HUNTER ICONS



Dante Nero V Trish Lady

DEVIL TRIGGER ICONS



Dante Nero Nightmare Trish

BASIC ATTACK ICONS



ENEMY ICONS



Boss



Enemy Vitality



Green orbs
Dropped on death



Red orbs
Dropped on death